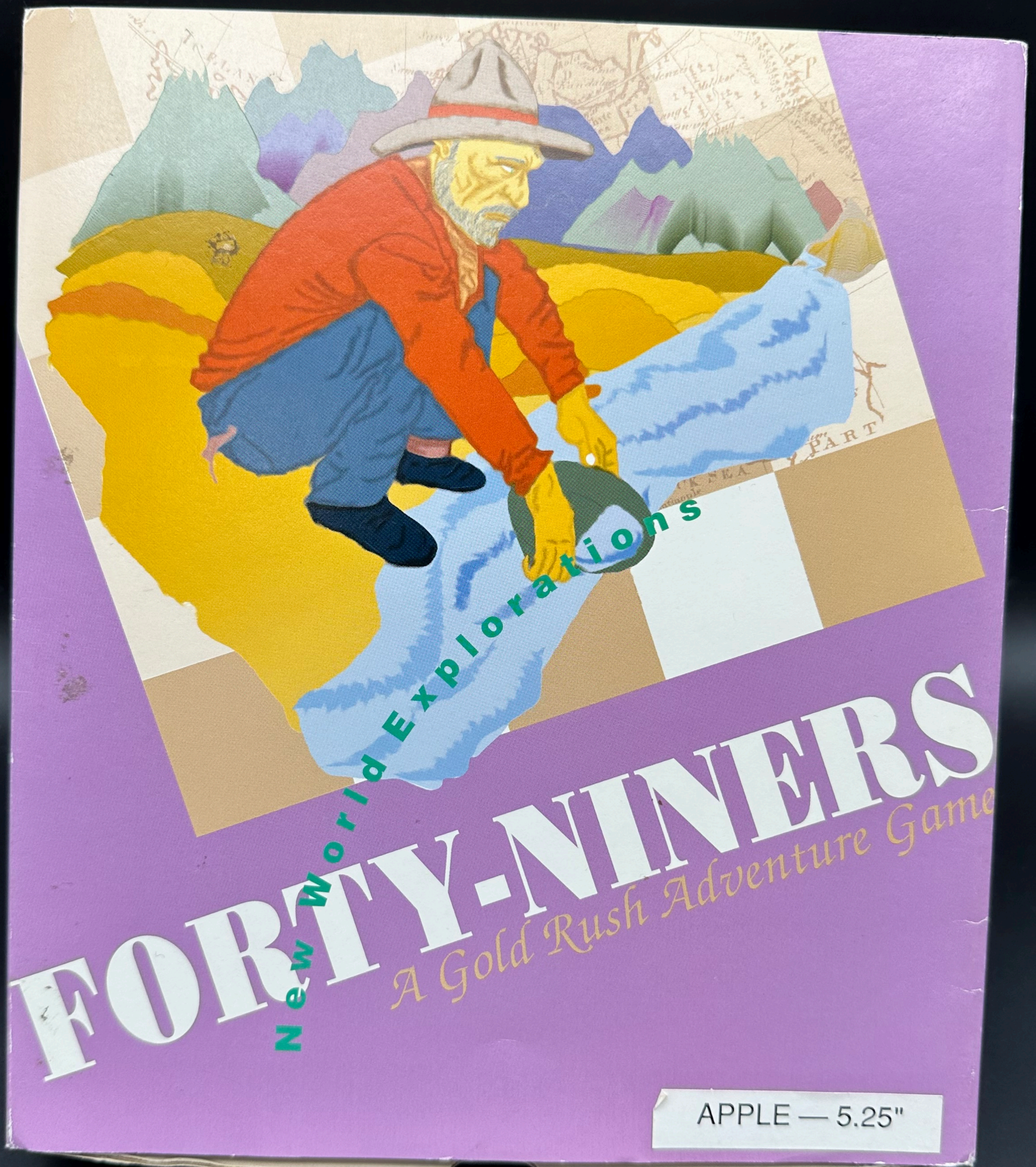

New World Explorations
FORTY-NINERS
A Gold Rush Adventure Game
APPLE — 5.25"

FORTY-NINERS
New World Explorations
A Gold Rush Adventure Game
SUNRISE
FORTY-NINERS
New World Explorations
A Gold Rush Adventure Game
APPLE — 5.25"

New wonders lay ahead! Are you ready for the adventure of your life?

Go for the gold! Challenge rough terrain, violent weather, hostile Indians, disease, and more. Journey to the hills of California to join the search for precious metal. Should you survive the trip, your riches are far from guaranteed. First you will have to stake a claim, then you'll have to work it (and the work is far from easy). Finally, if you do find something, you'll have to defend yourself from claim jumpers and thieves.

"California or bust." Starting in Mississippi, you will join a wagon train heading west. With only a few dollars in your pocket, you must decide what supplies to bring along, whether a medical kit is necessary, and whether you can afford a horse, or even oxen to pull your cart. You must plan your food and water supplies carefully.

Discover America. Experience the wonders of the southwest's deserts and dry plateaus. Hunt antelope and buffalo—or search the parched slopes of the Sierra Nevadas and find nothing at all to eat or drink. You will have to survive until you reach the next fort. Unless, of course, you can make friends with the Indians. Some tribes are friendly and will trade with you gladly. Others are wary, made violent by your intrusion into their land and their life.

Forty-Niners is fun and informative. The spirit of discovery and adventure will capture your interest and take you to parts of the world you've never imagined!

Features
- Fun and informative graphics
- Easy to use menus
- Complete record keeping
- Real life simulation

Requirements

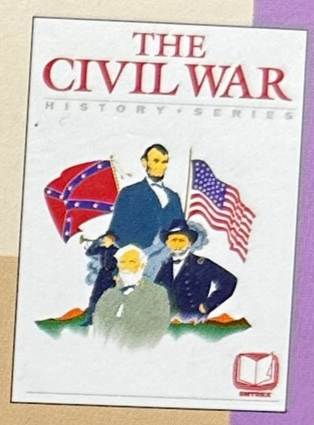
Apple II
- 64K
- 5.25" or 3.5" disks
- Color monitor optional

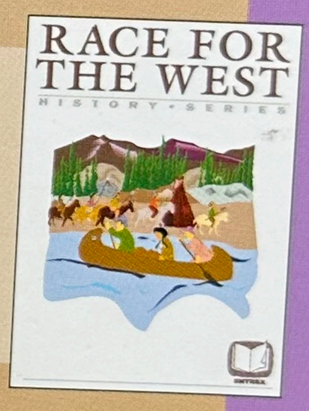
MS-DOS
- 256K/640K RAM
- 5.25" or 3.5" disks
- Color monitor optional
- Loads onto your hard disk drive

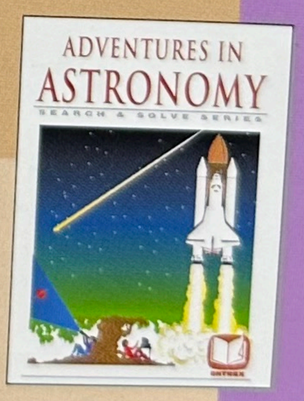
New World Explorations

FORTY-NINERS

A Gold Rush Adventure Game







Entrex Software Inc.
P.O. Box 30029, Saanich Centre Postal Outlet
#104 - 3995 Quadra Street
Victoria, B.C., Canada, V8X 5E1

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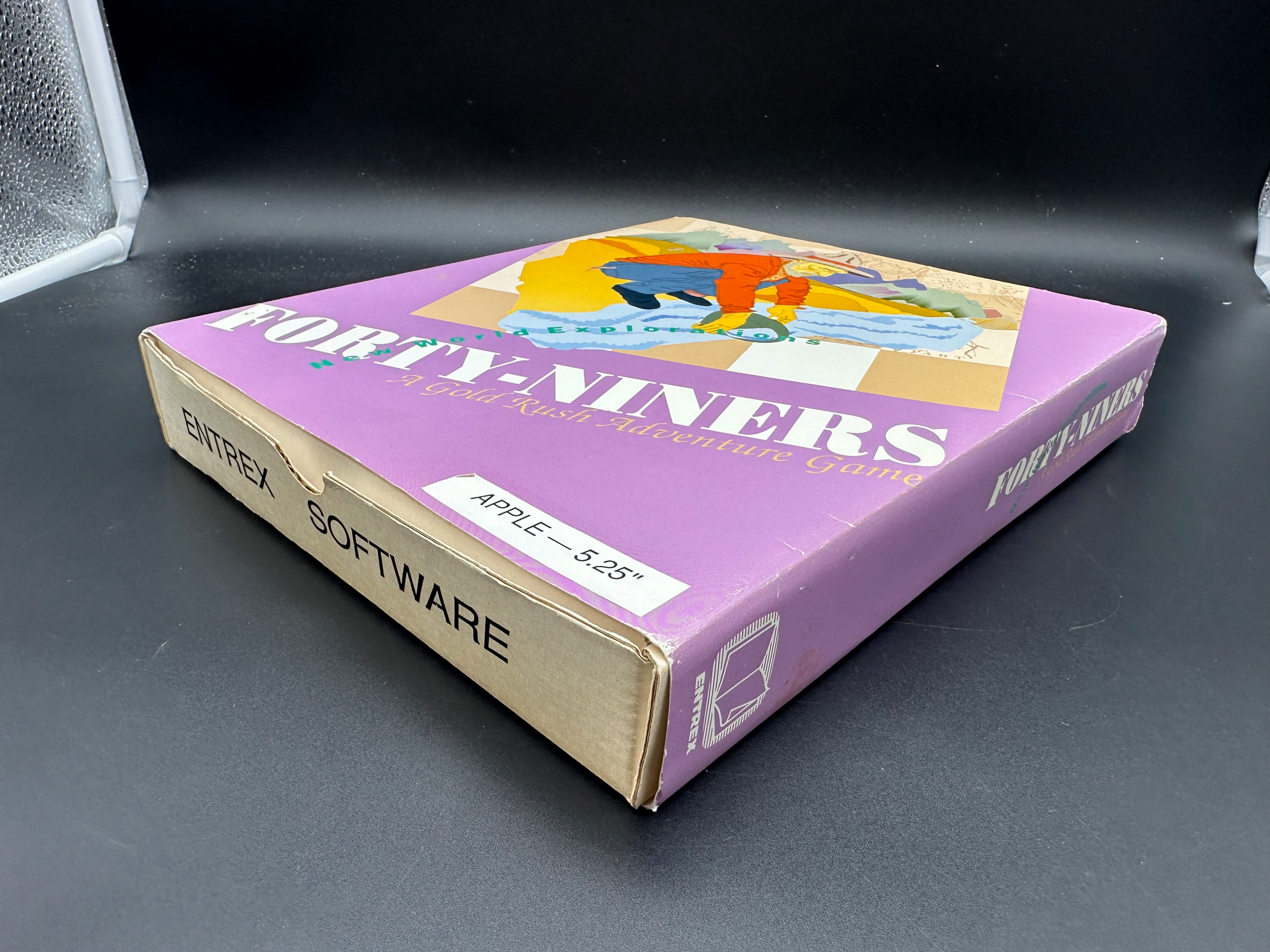
- The Civil War *1861-1865*
- Race for the West *A Wild West Adventure*
- Adventures in Astronomy


FORTY-NINERS
A Gold Rush Adventure Game
APPLE — 5.25"
ENTREX
SOFTWARE
FORTY-NINERS

FORTY-NINERS
Your World Explorations
A Grand Classic Adventure Game
SOFTWARE
ENTREX
FORTY-NINERS

FORTY-NINERS

A Gold Rush Adventure Game

New Worlds Explorations

ENTREX

SOFTWARE

New wonders lay ahead!
Are you ready for the adventure of your life?

Go for the gold! Challenge rough terrain, violent weather, hostile Indians, disease, and more. Journey to the hills of California to join the search for precious metal. Should you survive the trip, your riches are far from guaranteed. First you will have to stake a claim, then you'll have to work it and the work is far from easy. Finally, if you do find something, you'll have to defend yourself from claim jumpers and thieves.

"California or bust." Starting in Missouri, you will join a wagon train heading west. With only a few dollars in your pocket, you must decide what supplies to bring along. Should you hire a guide? Can you afford a horse or an ox? Should you bring seed and plow, or just food and water supplies for the trip?

Discover America. Experience the wonders of the southwest's deserts and dry plateaus. Hunt antelope and buffalo—or search the parched slopes of the Sierra Nevadas and find nothing at all to eat or drink. You will have to survive using your wits. Some trades are friendly, others are not. Of course, you can make friends with the Indians. Some tribes are friendly and will trade with you, while others will attempt to drive you off their land.

Fortify Yourself. In town and in your wagon you will discover and purchase supplies you'll need to survive the journey. Some of the items you can buy are:

- Food
- Water
- Clothing
- Ammunition
- Medicine
- Tools
- Weapons
- Horses
- Oxen
- Wagons

Features

- Play solo or with friends
- Easy to learn rules
- Challenging gameplay
- Multiple scenarios

Requirements

- Apple II
- 64K
- DOS 3.3 or ProDOS
- Color monitor

IBM PC

- 256K RAM
- DOS 2.0 or 3.3 drive
- Color monitor
- Hercules, CGA, or EGA graphics card
- Mouse, joystick or keyboard

Commodore 64

- 64K
- 1541 disk drive
- Color monitor
- Joystick

New Worlds Explorations

FORTY-NINERS

A Gold Rush Adventure Game

P.O. Box 3000
Yorktown, VA 23693

ENTREX SOFTWARE
New wonders lay ahead!
Are you ready for the adventure of your life?
New World Explorations
FORTY-NINERS
A Gold Rush Adventure Game
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• The Civil War 1861-1865
• Race for the West A Wild West Adventure
• Adventures in Astronomy
RACE FOR THE WEST
ADVENTURES IN ASTRONOMY
Entrex Software Inc.
Victoria, B.C., Canada, V8X 5E1
PRINTED IN CANADA
FORTY-NINERS

FORTY-NINERS
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FORTY-NINERS
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APPLE — 5.25"
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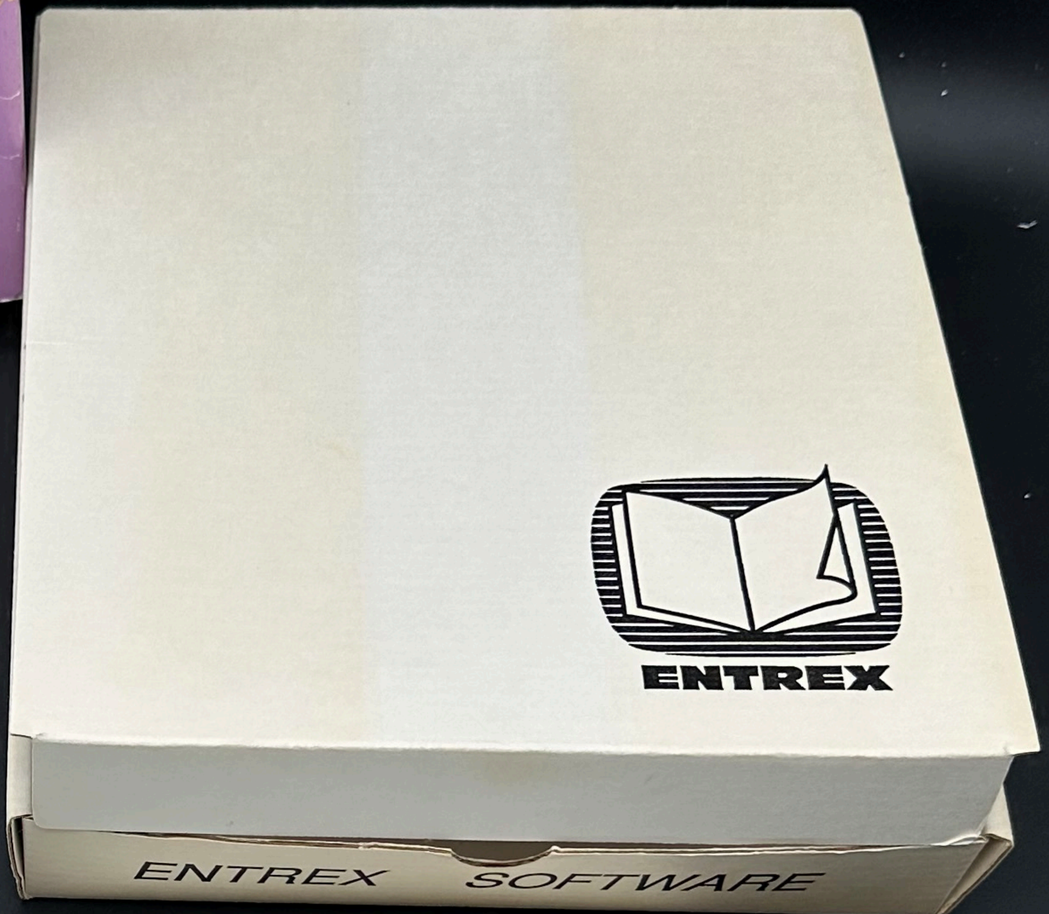
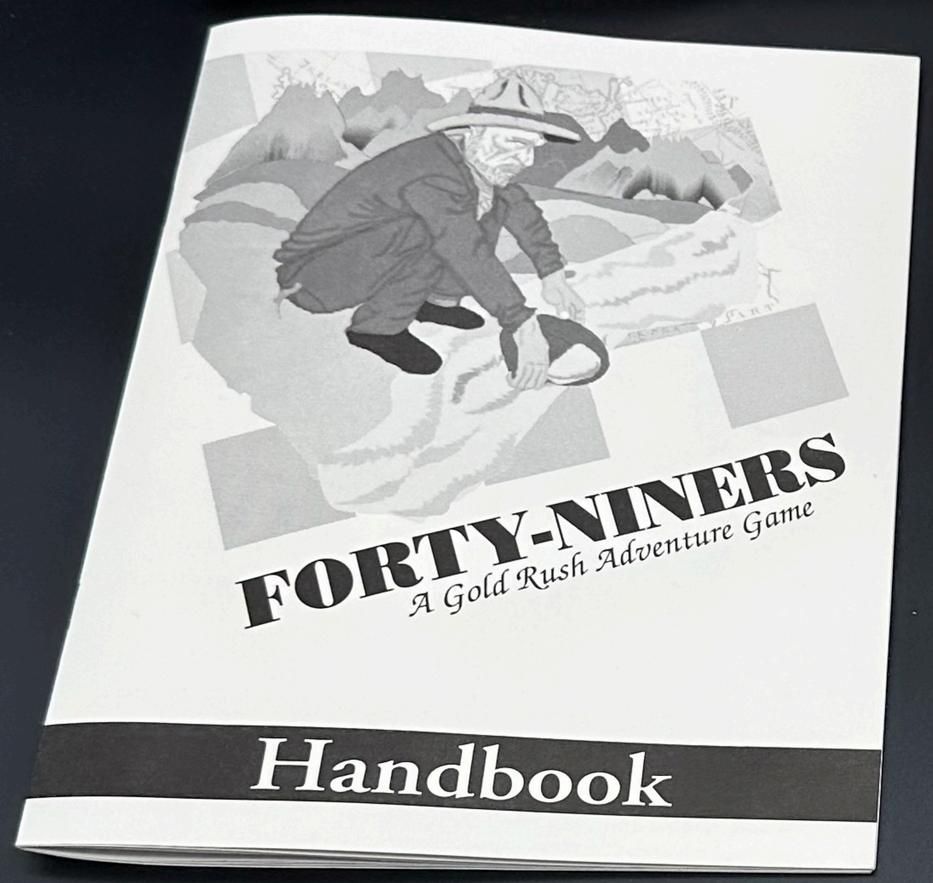
FORTY-NINERS

A Gold Rush Adventure Game

Handbook

ENTREX SOFTWARE





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Name _____
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City_____ State/Prov. _____ Zip/Postal _____

PROGRAM NAME: _____
VERSION # _____
Format: ❑ Apple II ❑ IBM ❑ Macintosh
Disk Type: ❑ 5.25" ❑ 3.5" ❑ Network ❑ Site License

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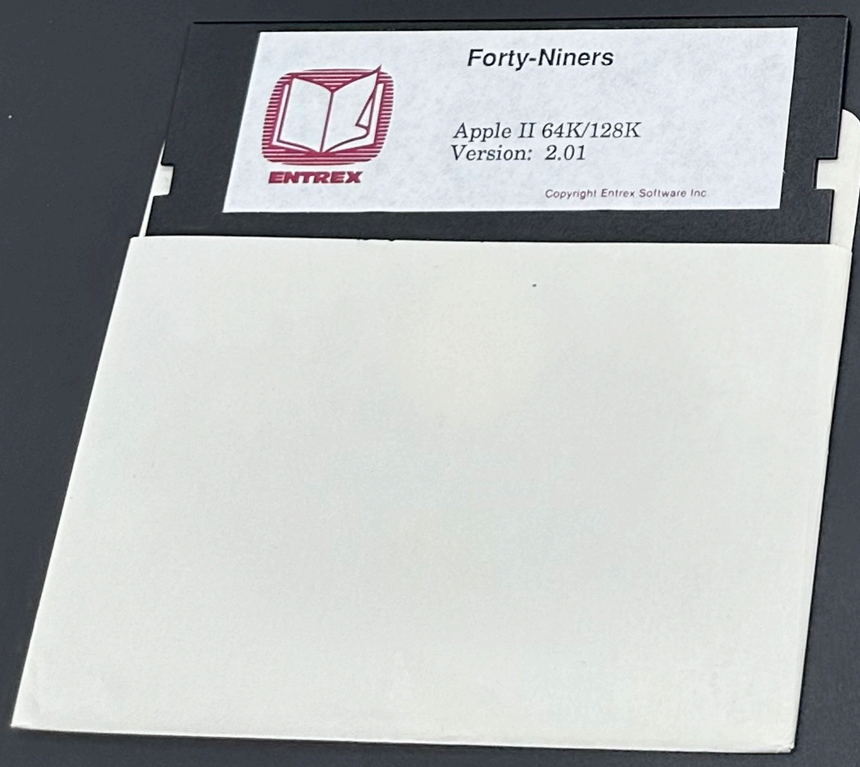
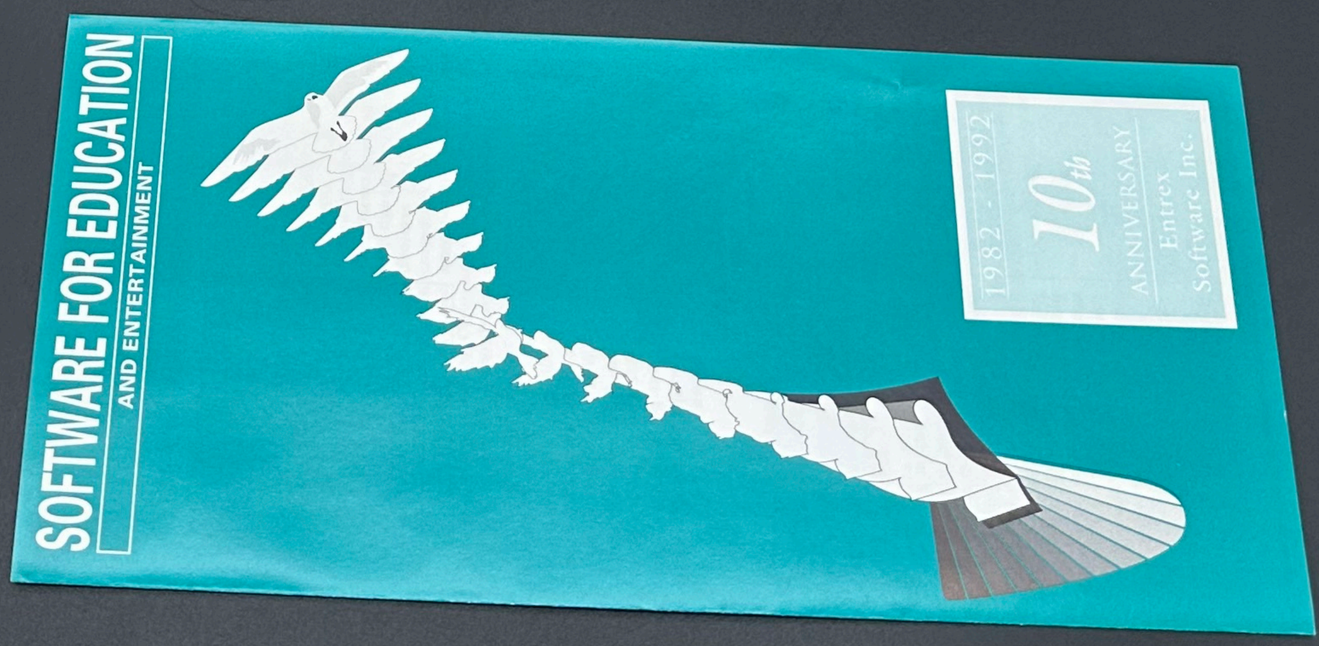
❑ Trade Show _____ ❑ Catalog _____ ❑ Other _____





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ENTREX

Forty-Niners

Apple II 64K/128K
Version: 2.01

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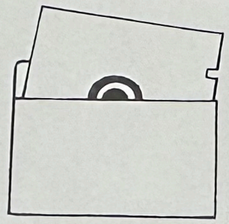
SOFTWARE FOR EDUCATION



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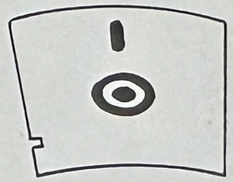
Protéger

Proteger
Schützen



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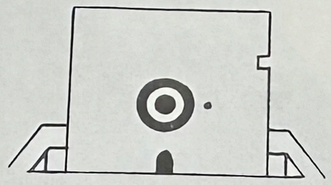

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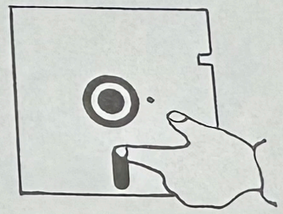

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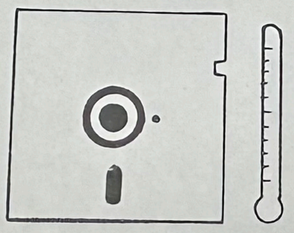

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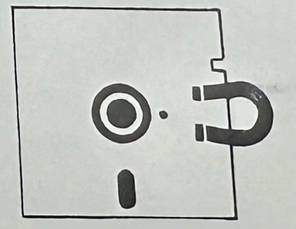

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SOFTWARE FOR EDUCATION
AND ENTERTAINMENT

ENTREX

Forty-Niners

Apple II 64K/128K
Version: 2.01

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PROGRAM NAME: _____
VERSION # _____
Format: ❑ Apple II ❑ IBM ❑ Macintosh
Disk Type: ❑ 5.25" ❑ 3.5" ❑ Network ❑ Site License

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❑ Trade Show _____ ❑ Catalog _____ ❑ Other _____

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Victoria, B.C. CANADA
V8X 5E1

SOFTWARE FOR EDUCATION

AND ENTERTAINMENT

1982 - 1992

10th

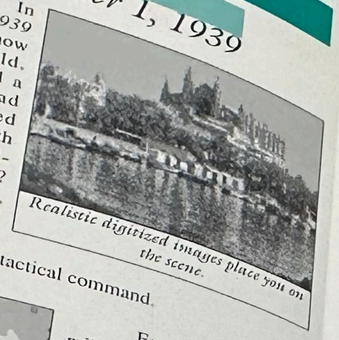
ANNIVERSARY

Entrex
Software Inc.

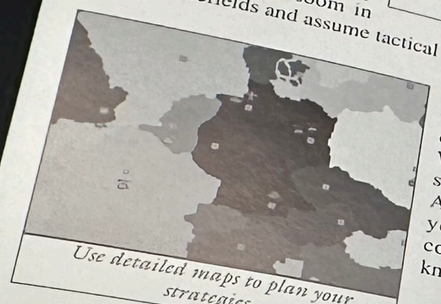
Entertainment

Europe: September 1, 1939

Fight for your life! In *Europe: September 1, 1939* only you can determine how the future will unfold. Choose a character and a side. Will you lead Germany's mighty armed forces, or align yourself with the stalwart, though ill-prepared, Allied armies? You design the strategies, you direct the troop movements. Then zoom in on the battlefields and assume tactical command.



Realistic digitized images place you on the scene.

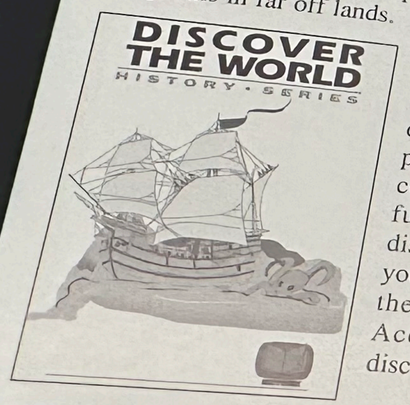


Use detailed maps to plan your strategies.

Every variable of military strategy is important, each tactical nuance critical. What are the enemy's strengths and weaknesses? Are you prepared to take your place in the greatest conflict the world has ever known?

Discover the World

Discover the World! Challenge 16th century pirates, vicious hurricanes, scurvy, and starvation as you search for fortunes in gold, jewels, silk, spices and furs. Capture maps to "treasure" islands. Build kingdoms in far off lands. Defeat your fellow Europeans in a race to lay claim to all of the world.

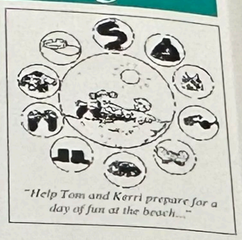


What goods you take, what direction you travel, what trading you do, and how you react to natives, pirates, and scurvy, are all issues to be considered. *Discover the World* is fun yet informative. The spirit of discovery and adventure will capture your interest and take you to parts of the world you've never imagined. Accept a challenge today and discover the world!

Early Learning

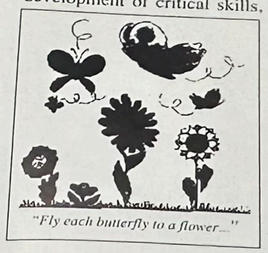
Master Mouse

Master Mouse is a whole new concept in early learning! It's a software magazine which combines the strengths of computer based and book based learning. It is fun, educational, and rewarding for youngsters aged 4 to 8. It's also a fresh new option for those seeking innovative ways of helping children learn.



"Help Tom and Kerri prepare for a day of fun at the beach..."

At one level *Master Mouse* is an engaging, interactive adventure and a cartoon storybook; at another level it encourages the development of critical skills, including the coordination needed for writing, the analytical thinking needed for reading and mathematics, while also providing an excellent introduction to computers and computing.



"Fly each butterfly to a flower..."

Master Mouse is published four times annually. Each issue includes a new cartoon story and a new interactive software adventure. Purchase a one-year subscription or buy *Master Mouse* one issue at a time.

Cleo is a Dragon!

Improve basic language skills as you follow the adventures of Matthew and Noel and their mysterious purple rock. Program activities help early readers decode, sound out words, and establish a sight vocabulary. Creative expression is encouraged through story building and story writing.

Other titles in the Early Learning Series:

Sugar & Snails & Kitty-Cat Tails
A Way With Waggs
Mysteries in the Making

Social Studies

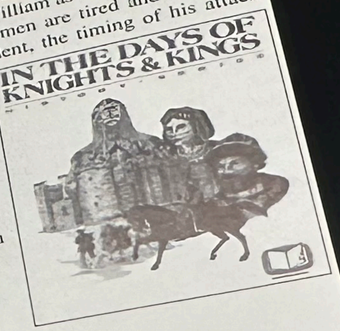
Knights & Kings

Has the fatal blow been struck? It appears so to King Harold. While occupied in the north battling the King of Norway (and winning!), William of Normandy has landed on the south coast of England. Can Harold possibly defeat William as well?

Harold has few advantages. His men are tired and many are injured. William is rested and confident, the timing of his attack perfect. But will the people of England support him?

So begins *Knights & Kings*, an exciting simulation of the five years during which William the Conqueror battled for the English crown.

How will it end this time? Try *Knights & Kings* and see how you fare...



Civil War

In this exciting simulation, you will relive the tragic time in history when American fought American. You will discover the factors which drove each side to such an impasse. You will uncover why the South demanded independence, and why the North fought to preserve the Union.

More importantly, you will determine who wins the war. Is there any way the South can win it? Is there any way the North can lose? There's only one way to find out for sure: play *Civil War* and see if you can change history!

Civil War is a sophisticated simulation with many advanced features. It will provide many hours of learning and entertainment.

Other titles in the Social Studies Series:

World History
- Europe: September 1, 1939
- Discover the World
- The Battle for Europe
- The Pacific Theater

American History
- The Forty-Niners
- Race for the West
- The Indian Wars
- The Texas Revolution

Canadian History
- Quest for Canada
- Nor'Westers to the Pacific
- Rebellion in the West
- Building A Nation

ENTREX SOFTWARE

Science

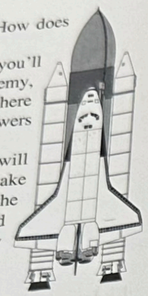
Adventures in Astronomy

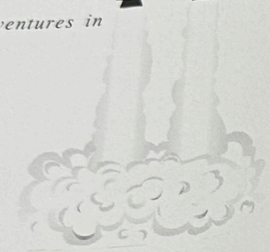
What is a comet? Where is Saturn? How does the moon affect the Earth's tides?

In this fanciful new adventure program, you'll soon be enrolling at the Humble Space Academy, a training facility for better astronauts everywhere (and where, hopefully, you can learn the answers to the above questions).

Once you pass the entrance exam, you will start a whirlwind training program which will take you to the moon, under the ocean, and across the solar system. You'll investigate eclipses and tides, learn to judge seasons (so you can fly home from Jupiter in time for Christmas), and experiment with gravity.

Are you ready to give *Adventures in Astronomy* a test flight?





Weather Wizards

Weather Wizards focuses on what is known about weather, including temperature, moisture, wind and air pressure. Using the simulation, you will discover how these elements combine to produce storms, droughts, frosts and other types of weather. Then combine the elements in your own ways to produce your own weather patterns.

First, learn the basics: What makes a thermometer go up and down? Why is it hotter at the equator than at the poles? What makes a hot air balloon rise and fall? Then advance to creating winds, placing high and low pressure systems, manipulating humidity and identifying cloud types.

Other titles in the Science Series:

Pollution Patrol
Rock Doctor
Plate Tectonics

Entrex Titles

Early Learning		
❑ Master Mouse (1 issue)	Mac, Apple IIgs	$38.95
❑ Sugar & Snails	Apple II, IBM	49.00
❑ A Way With Waggs	Apple II, IBM	49.00
❑ Cleo is a Dragon!	Apple II, IBM	49.00
❑ Mysteries in the Making	Apple II, IBM	49.00
Science		
❑ Adventures in Astronomy	Apple II, IBM	79.00
❑ Weather Wizards	Apple II, IBM	79.00
❑ Pollution Patrol	Apple II, IBM	79.00
❑ Rock Doctor	Apple II, IBM	79.00
❑ Plate Tectonics	Apple II, IBM	79.00
World History		
❑ Europe: September 1, 1939	Mac, IBM	69.95
❑ Knights & Kings	Apple II, IBM	89.00
❑ Discover the World	Apple II, IBM	89.00
❑ The Battle for Europe	Apple II, IBM	89.00
❑ The Pacific Theater	Apple II, IBM	89.00
American History		
❑ The Civil War	Apple II, IBM	89.00
❑ The Forty-Niners	Apple II, IBM	89.00
❑ Race for the West	Apple II, IBM	89.00
❑ The Indian Wars	Apple II, IBM	89.00
❑ The Texas Revolution	Apple II, IBM	89.00
Canadian History		
❑ Quest for Canada	Apple II, IBM	89.00
❑ Nor'Westers to the Pacific	Apple II, IBM	89.00
❑ Rebellion in the West	Apple II, IBM	89.00
❑ Building A Nation	Apple II, IBM	89.00
Entertainment *(Consumer Editions)*		
❑ Europe: September 1, 1939	Mac, IBM	64.95
❑ Discover the World	Apple II, IBM	39.95

YES! I'd like to order the programs checked above and have enclosed payment (or purchase order). Please send them to:

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Format: ❑ Apple ❑ IBM ❑ Macintosh ❑ 3.5" ❑ 5.25"

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Victoria, B.C., CANADA, V8X 5E1
(604) 727-2216 Fax: (604) 727-2229

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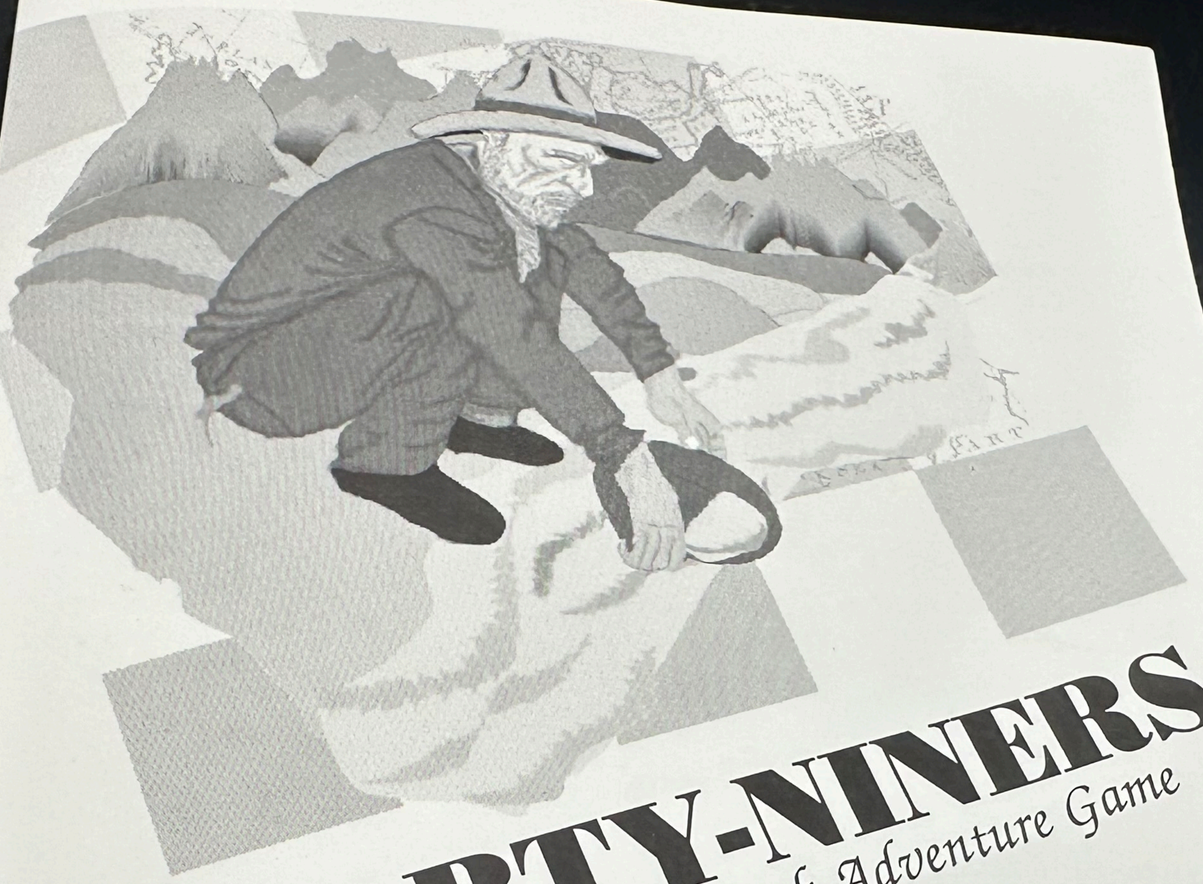
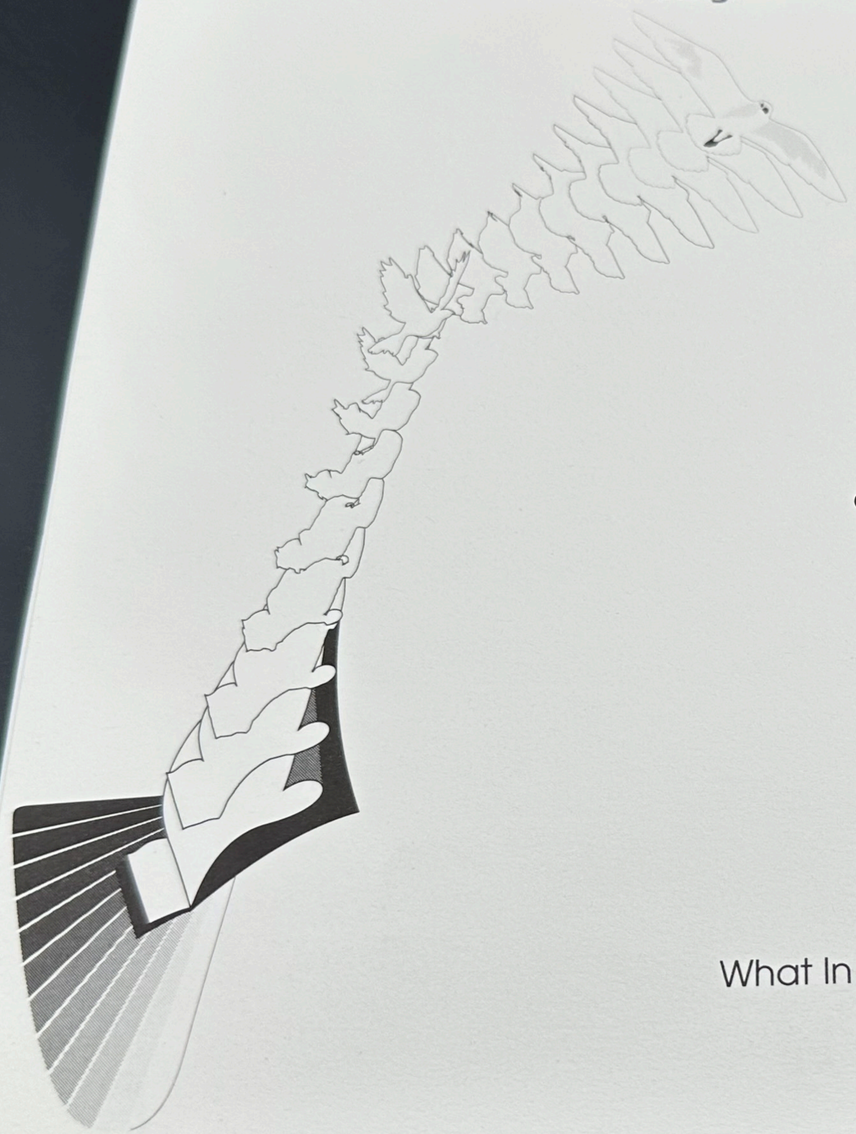


FORTY-NINERS

A Gold Rush Adventure Game

Handbook



Programs from Entrex Software Inc.

U.S. History Series
The Civil War
The Indian Wars
The Forty-Niners
Race For The West
The Texas Revolution

World History Series
Discover The World
Knights & Kings
The Battle For Europe
The Pacific Theater

Canadian History Series
Quest For Canada
Nor'Westers To The Pacific
Rebellion In The West
Building A Nation

Search & Solve Series
Adventures In Astronomy
Pollution Patrol
Rock Doctor
Weather Wizards
What In The World Is Plate Tectonics?

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P.O. Box 30029, #104-3995 Quadra Street
Victoria, B.C., Canada, V8X 5E1

FORTY-NINERS

A Gold Rush Adventure Game

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Menus

Throughout the program you will be shown "menus" — lists of choices which you are allowed to make. For example, at the main screen you will be shown the menu, under the word "COMMANDS," depicted in Diagram 3.

To tell the computer what you want to do, simply use the <SPACEBAR> or arrow keys to move the highlight to the desired command. For example, in Diagram 3, you would have to press the <SPACEBAR> three times to select the *Trade* command (the highlight moves down one command with each key press). Once your choice is highlighted, as the *Drive* command is, above, press <RETURN>. To escape from or leave any sub-menu, press the <ESC> key.

Instructions

While using *The Forty-Niners* you will often see instructions at the bottom of the screen. You will usually be asked to press a key or you may be warned about an event or asked to adjust your party in some way. Follow these instructions carefully and the program will progress smoothly.

Flipping Disks (Apple 5.25" disk versions only)

Flipping disks is simply a matter of removing the disk, turning it over, then reinserting it. Start *The Forty-Niners* by inserting the disk with its label facing up. When the computer prompts you to flip the disk, put the disk back in the drive with the label facing down.

You will have to flip the disk when starting the program. You may also have to flip it to save a game.

Main Screen Components

The main screen (see Diagram 3) is divided into six sections: the Status Display, the Player Map, the Command Bar, the Instructions Row, the Travel/Text Window, and the Bar Graph Window, which replaces the Command Bar while the party is travelling.

Status Display

This part of the Main Screen shows your current status (walking, riding), advises you of the presence of natives, warns you about food and water shortages, and so forth. Below are the messages you can expect to see in the Status Display.

Camp	This message appears when you have decided to set up camp, or have reached a camp previously set up.
Dead	This is bad news! Your entire party has died and the simulation has ended. Skillful playing will help you avoid seeing this message.
Driving	Your party's current mode of transportation is via wagon.
Junction	There is a junction of two or more trails or rivers here. By stopping, you will be able to choose which trail or river you wish to follow.
Map Edge	When you reach the edge of the map, this message will appear. It will disappear when you move away from the edge.
Mouth	The party is at the mouth or end of a river.
Natives	The party has met a group of Indians.
Riding	Your party's current mode of transportation is via mule.
River	Your party has reached a river. The direction of flow of the river is indicated by an arrow.
Source	The party is at the source or beginning of a river.
Starving	The party is starving to death! Obtain food immediately.
Storm	The weather has turned bad. If the party is walking, it should take cover immediately; if driving, the party should delay until the storm has passed.
Thirsty	This message lets you know your water supply is dangerously low. Time is precious, so try to find water!
Walking	Your party's current mode of transportation is on foot.
Water	From time to time this message will flash on the screen display. It's a good idea to fill up your kegs each time you see it.